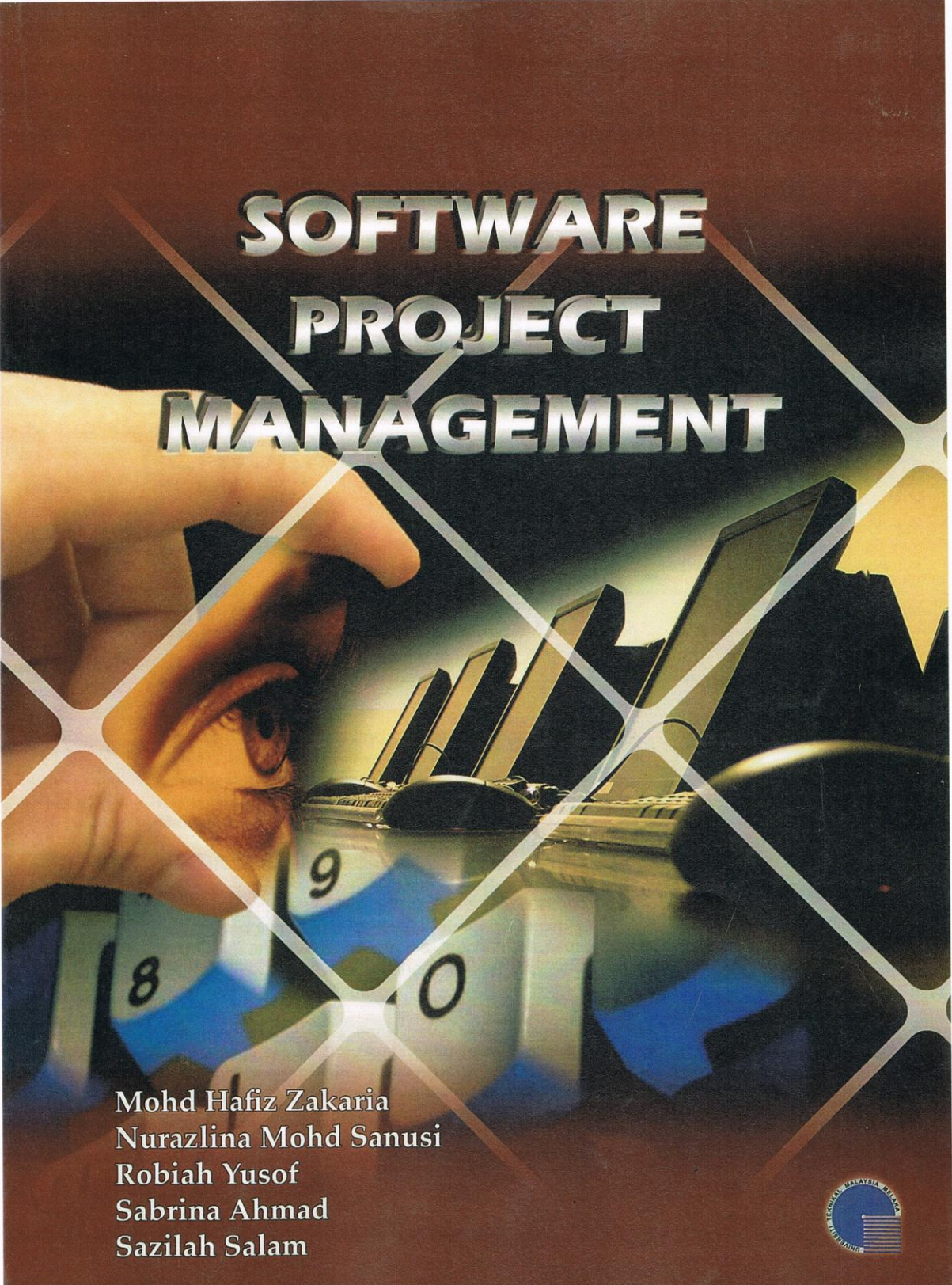


SOFTWARE PROJECT MANAGEMENT

The background of the cover is a composite image. It features a close-up of a hand with the index finger pointing towards a computer keyboard. Overlaid on this is a 3D bar chart with several bars of increasing height. The entire image is framed by a white geometric pattern of intersecting lines forming a grid of hexagons. The title 'SOFTWARE PROJECT MANAGEMENT' is written in large, bold, metallic-looking letters across the top.

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PREFACE

Overview

Project Management has been an established field for many years. Managing IT project management in general and network/software/interactive media project management in specific requires ideas and information that go beyond standard project management. Effective project management ensures that a project is completed on time, within budget and with high quality. This lab module is designed to equip student with hands-on experience on implementing their project management body knowledge and to make these techniques more obvious and expose students to variety of techniques to manage the budget, schedule and quality of projects that students are responsible for.

Approach

The objectives of this module is to introduce students with software for project management using the top project management software tool in the industry namely Microsoft Project. This software will help students in understanding and applying the project management knowledge areas and processes. We will also use other tools such as spreadsheet software, which is Microsoft Excel and Internet Browsers. Each lab offers students many opportunities to get hands-on and build new software skills.

Upon completion of this lab module the students should have:

- Substantial skills to use software for managing IT project management in general and software project management, interactive media project management, or network project management in particular.

Chapter Layout

Each chapter begins with a list of objectives. These include the important concepts to be mastered within the chapter.

Extensive self-review questions are included at the end of each chapter for self-study. They provide the student with a chance to build confidence with the lab exercises. This module contains 4 sections: 1) 12 Chapters on Disciplines of Project Management, 2) 1 additional chapter on Software Project Management, 3) 2 additional chapters on Interactive Media Project Management, and 4) 2 additional chapters on Network Project Management. The module is also attached with 4 related hands-on exercises using Microsoft Project and Microsoft Excel to assist students that are new to the software.